

GLOBAL KEYS

(may be used anytime a cursor or unit is flashing)

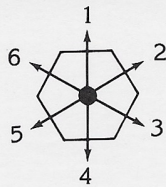
- B:** Switch to black & white/color
- F:** Switch to full screen map/text
- P:** Draw strategic map
- T:** Clear units from terrain
- c/M:** Turn automatic move on/off

- c/S:** Turn sound on/off
- c/P:** Turn combat pause on/off
- ESC:** Turn on auto move and enter the movement phase or turn off auto move and exit the movement phase

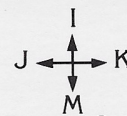
NORMAL KEYS

(use when a flashing cursor is showing and not in the movement phase [normal phase])

- 0:** Center screen on cursor
- 1-6:** Move cursor in indicated direction



- S:** Scroll map
- 0:** Center screen on cursor
- 1-9, A-C:** Move to indicated map section
- I, J, K, M:** Scroll map in indicated direction



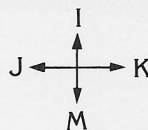
- E:** Examine units in cursor's hex
- M:** Enter movement phase for unit in cursor's hex (or if in auto move mode, enter movement phase for closest unit to cursor's hex).

- Space bar:** Stop scrolling
- S:** Pause scrolling
- c/A:** Initiate Israeli airstrike on cursor's hex (executed by c/F, terminated by SPC) or activate Egyptian A F
- c/E:** End current player turn
- c/V:** Display victory points

MOVEMENT KEYS

(used during the movement phase)

- 0:** Center screen on unit being moved
- 1-6:** Move unit in indicated direction
- C:** Change mode to:
 - N:** Normal **T:** Transport **R:** River
 - A:** Attack **F:** Fire **Space bar:** No change
- L:** Leave unit/exit unit's movement phase (unit may be moved later in turn)
- M:** Move second unit in stack
- Q:** Engage in combat, then end movement
- S:** Scroll map
- 0:** Center screen on unit being moved
- I, J, K, M:** Scroll map in indicated direction but leave moving unit on screen



- S:** Pause scrolling
- Space bar:** Stop scrolling
- X:** End movement without combat (may only be used if moving unit has expended movement points or changed mode)
- c/C:** Engage in combat but do not end unit's movement phase (if possible)
- c/F:** Enter fire phase
- c/H:** Enter/exit hidden mode
- c/O:** Enter order phase
- SPC:** Return to a flashing cursor/unit

- 1-6:** Move cursor in indicated direction
- c/F:** Execute fire
- c/R:** Execute fire and return cursor to firing unit
- c/X:** Cancel fire and return control to firing unit

- D:** Enter defense mode
- R:** Enter reorganization mode
- M:** Set delayed move (see section 4.6)
- F:** Set delayed fire (see section 4.6)

VICTORY CONDITIONS

Victory points are calculated at the end of each scenario (or can be examined at any time using the c/V key) as follows:

- 10 points for each Israeli unit lost
- +1 point for each Egyptian unit lost
- +1 point for each SAM unit lost (in addition to the one point for destroying an Egyptian unit, i.e. SAM's are worth 2 points)
- 1 point for each Egyptian unit on the East bank of the Suez
- +1 point for each unit/turn satisfying game conditions
- 3 points for each unit/turn not satisfying game conditions

GAME CONDITIONS

The Israeli player must cross the canal and keep a fixed force on the West Bank of the Suez. The point total for this is calculated at the start of each Israeli Player-Turn. At the beginning of the turn:

- 3 — 3 units on the West Bank
- 9 — 7 units (of which 3 must be tank units)
- 15 — 11 units (of which 6 must be tank units)

No additional points are gained by having additional units on the West Bank.

At the end of the game, victory is calculated as follows:

- 49 points : Egyptian Decisive
- 50- 74 points : Egyptian Substantive
- 75- 99 points : Egyptian Marginal
- 100-124 points : Israeli Marginal
- 125-149 points : Israeli Substantive
- 150+ points : Israeli Decisive

NOTE: c/V has adjustment value that calculates how well you are doing at any time.

SCENARIOS

A. Scenario 1

Scenario 1 lasts 20 game turns and uses the victory point schedule given above.

B. Scenario 2 (Free Set-up)

Scenario 2 lasts 20 game turns. The Egyptian player can move non-infantry units before the Israeli player's first move. All legal moves may be used and units may be hidden, etc. Units may only be moved their standard movement allowances. Use the victory point schedule above, except that the Israeli player is given 20 victory points at the beginning of the game.

C. Scenario 3

Scenario 3 is identical to scenario 1 except that the game lasts only ten game turns and the Israelis are given 100 victory points at the beginning of the game.

- **NOTE (NIGHT TURNS)**

Turns 2, 3, 8, 9, 14, 15, 20 are night turns.



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